

DISCOVER THE DIFFERENCE



Broderbund Software™



INTRODUCTION

"Discover the Difference". It's an invitation to a selection of microcomputer software products that has distinguished Brøderbund as unique in the industry. And, it's an invitation to you to experience a world of first-class computer gaming and personal productivity programs.

There's a reason Brøderbund products have dominated the "best-seller" lists for so long. Games such as **Choplifter!**,[™] **David's Midnight Magic**,[™] **Serpentine**,[™] **Sky Blazer**,[™] **The Arcade Machine**[™] and others have become enduring favorites.

We like to think the reason for this success is our commitment to excellence. No Brøderbund product is released until we're completely satisfied that it is the best we can make it. Our recreational software is famous for its most sophisticated and detailed graphics along with unparalleled game play that is as exciting as it is innovative. Our personal productivity software, while still new, has already been acclaimed by the media, retailers and consumers alike.

Yet, the "difference" is not merely Brøderbund innovation, quality and practicality. And, it's not the numbers our products occupy on the "best-seller" lists. It's *You!*

We design all Brøderbund programs *for* computer owners—Apple owners, Atari 400/800 owners, IBM PC owners, VIC-20 owners, Commodore 64 owners. Because it isn't nearly as important to us if **Choplifter** is #1 as it is that *you* are #1.

And that's the "difference" worth discovering.



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NEW

GUMBALL™

You've just landed a job as an apprentice Gumball Sorter at the Sticky Sole Gumball Factory. Today, you've got real trouble! Over zealous dental assistants have planted dynamite crystals in the sugar supply and are trying to blow up the factory! Your mission: zap the flashing, explosive-laced gumballs before they go off, while keeping up with your regular sorting duties.

Gumball™ allows you to use either two-button joystick, keyboard or paddles. As with all Brøderbund arcade style games, the detailed graphics and unique twists of game play will keep you spellbound for hours. While successful game play is exhilarating, it's the Gumball™ experience that sets this game apart from any you've played in the past. A colorful game for all ages, Gumball™ is loaded with delicious surprises.

For the Apple II by Robert Cook.







NEW

LODE RUNNER™

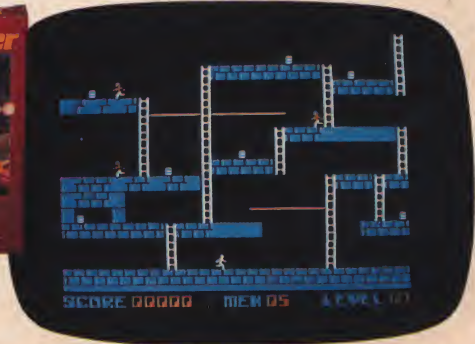
Lode Runner™ is more than a challenging, fast-action game. It's a game generator that lets you design your own games!

You, a highly trained Galactic commando deep in enemy territory, are charged with uncovering the secret underground treasury of the repressive Bungeling Empire. Your mission: to recover every last ingot of gold.

You will need to maneuver through scene after scene—facing 150 different levels in all! You'll be running, jumping, drilling new passageways with your laser drill pistol, outfoxing the Bungeling guards and picking up chests of gold. And there's more . . .

Using the game generator, you can move, add, and take away countless ladders, floors, trap doors, cross-bars, gold chests and Bungeling enemies to design your own unique scenes. It's easy, and there's no end to the variations, challenge and fun. Best of all, there's no programming knowledge required!

For the Apple II by Doug Smith.





NEW

OPERATION WHIRLWIND™

Operation Whirlwind™ is a World War II strategy game which can be played countless times without tiring of its riveting strategic elements. You'll need your joystick, your computer and lots of logistical skill.

There are four different levels of difficulty, from Introductory to Advanced. Combining startling graphics with first-class sound effects, Operation Whirlwind™ builds slowly to an endgame crescendo that will put you on the edge of your seat turn after turn.

A typical game might last from one to three hours. Your view of the battle is from the air somewhere in Europe. You'll use your joystick to direct the on-screen cursor, to move your forces about, and to take specific action during the battle.

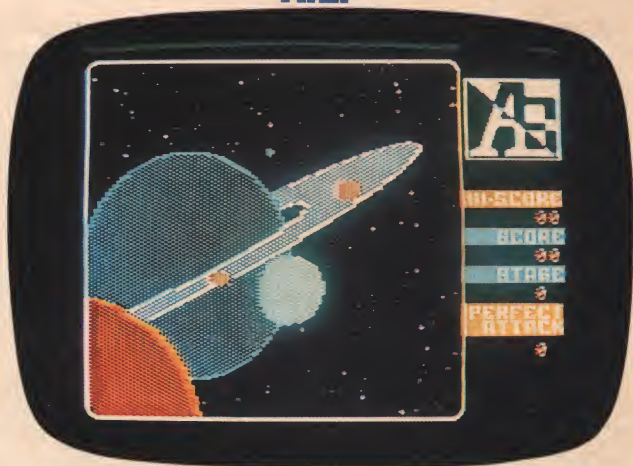
There are multiple phases, each one requiring a different set of actions. Numerous cycles (skirmishes) must be completed for a full game. Operation Whirlwind™ is a war game that is sure to take you by storm.

For the Atari 400/800 by Roger Damon.





A.E.™





A.E.[™] (it means stringray in Japanese) is more than a thrilling arcade challenge. It's a graphic masterpiece. Marauding A.E.'s[™] produced by an industrial giant to control pollution on Earth have turned on us and attack in waves from the sky. Your mission: to use your three missile batteries to destroy the A.E.[™] population while driving them farther and farther into space through successive three-dimensional scenes.

The game is distinguished by superior playing elements and elaborate graphics and animation. You'll have to alter your method of joystick and firing control as you must first launch your missiles and then trigger their detonation precisely to coincide with the onslaught of each wave of A.E.[™] attackers.

A.E.[™] presents a breathtaking challenge. You'll find yourself hooked in no time at all. For A.E.[™] provides such enduring satisfaction on so many different levels, we think you'll adopt it as your personal standard of excellence in computer gaming.

For the Apple II and Atari 400/800 by Jun Wada and Makoto Horai. VIC-20 conversion by Steve Ohmert.





NEW

MATCHBOXES™

Here's a classic parlor game challenging your intuition and recall in a whole new environment.

Your computer screen fills with a grid of thirty-six numbered boxes, concealing an animated menagerie of colorful characters, creatures and objects. Each possesses a catchy musical signature.

The object of Matchboxes™ is to match up identical squares. Each correct match will earn you a glimpse of two pieces of a hidden word puzzle. Game variations include word puzzles that are frontwards, backwards and scrambled, and words selected by your computer or by your human opponent.

Whether you play with a friend or against the computer, Matchboxes™ will prove a delight for your eyes, ears, and intellect.

For the Atari 400/800 by AI Cheser.





SEAFX™

You are commander of the Seafox™, a lone submarine with a mission to destroy a sizeable surface convoy of ships. Your only ally is a supply ship which releases a dolphin periodically to refuel and rearm you. The longer you stay submerged successfully, the more difficult survival becomes.

The graphics and animation of Seafox™ are exceeded only by the challenging and satisfying game play. Your sub is extremely maneuverable and versatile as you fire on your enemy targets and avoid the perils of the deep. And should you accidentally fire at and strike a hospital ship, the consequences are both intimidating and immediate.

While the challenge of Seafox™ is considerable, don't hold your breath while submerged. The game is so intriguing, you're likely to be under for quite some time.

**For the Apple II, Atari 400/800 and Commodore 64
by Ed Hobbs. VIC-20 version by Mike Wise.**





CHOPLIFTER!™

Here's your chance to do something heroic. There are 64 hostages behind enemy lines. Your mission: pilot your smuggled helicopter past defending tanks, jets and missiles to pick up hostages and bring them to safety. Once you embark upon this task it will become clear to you why Choplifter™ is the best selling, most enduring computer game ever developed.

While the Choplifter™ scenario is intriguing, it's only a prelude to some of the most elaborate and appealing graphics in computer gaming.

Through three successively difficult "sorties", you'll have to land, pick up loads of hostages and return to safety while avoiding enemy attack.

Your joystick will control your chopper with incredible sensitivity. Some practice runs are strongly advised. But then, who said being a hero would be easy?

**For the Apple II and Atari 400/800 by Dan Gorlin.
Commodore 64 version by Dane Bigham.**





CHOPLIFTER!



CHOPLIFTER! 

AN ACTION GAME BY DAN GORLIN
COMMODORE 64 Version by Dane Bigham

Bröderbund Software



SERPENTINE™

It is an age far into the future where serpents rule the decaying corridors and pathways of our vanishing civilization. You have managed to tame three of the huge beasts to do your bidding.

Your simple objective is to survive long enough to lay eggs and raise your young. Unfortunately, this is a snake-eat-snake world, and in order to survive, you will have to avoid or devour your hostile enemies.

The color graphics and animation of Serpentine™ will hold you transfixed as you race your blue serpents against your voracious orange foes. As the creatures eat eggs, frogs and each other, they change in size and power. You'll have to be quick and cunning to survive.

The dilemma: the more these creatures eat, the hungrier they seem to become. The payoff: each new level of Serpentine™ presents new and more "appetizing" challenges.

For the Apple II and Atari 400/800 by David Snider. Commodore 64 version by Mac Senour. IBM PC version by Harold Hedelman.





SKY BLAZER™

You are the last hope of civilization as you seek to destroy the defenses and then the headquarters of the repressive Bungeling Empire. Piloting your Sky Blazer™ aircraft, often perilously close to the ground, you must destroy radar stations, tanks, ICBM's and the Empire's nerve center.

Experience first class game play and graphics as you control the speed and direction of your Sky Blazer™ while bombing your targets. You'll need to watch your fuel consumption and bomb load. Fortunately, every so often a supply plane drops a parachute loaded with fuel and bombs which you must intercept.

Follow instructions, get a good night's rest and brace yourself for an exhilarating adventure.

**For the Apple II and Atari 400/800 by Tony Suzuki.
VIC-20 version by Jeff Silverman.**





DAVID'S MIDNIGHT MAGIC™

Pinball has never been quite this exciting! We've taken the game, souped it up, used the most brilliant computer graphics we could develop and left out the slot for quarters. Voila! David's Midnight Magic,™ pinball in the best arcade tradition; with flippers, bumpers, true-to-life electromagnetic action, plenty of bonus targets and "tilt". You can even stop action in mid-play for a phone call or coffee break. Everything is as you remember it at the local arcade...everything including the frustration of tilting the machine for jostling the works too much. You can even save high scores.

Pinball wizardry is alive and well and living in your computer.

**For the Apple II and Atari 400/800
by David Snider. Commodore 64
version by Martin Kahn. Coming soon
for the IBM PC.**





TRACK ATTACK™

Track Attack™ is a visual delight which fills the screen with fast action and movement.

Gold is being loaded on the Brøderbund Express. The large railroad yard is patrolled by a watchman in a green '52 DeSoto. You drive a souped-up white '86 Pierce Arrow.

Your mission: Ram the boxcars at intersections of the roads and railway to make off with the gold, depositing it at your storage area. But, you'll have to be on the alert at all times for the green DeSoto. A collision will cost you one of your three lives. Also, the Watchman might raid your storage area and reclaim the gold.

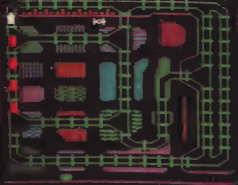
The enhancements of three varied levels of play, changing colors (you'll have to watch for where the gold is) and a graphic train-hopping interlude, combine to make Track Attack™ the most mad-dening treasure hunt going. All aboard!

For the Atari 400/800. Designed by Chris Jochumson. Conversion by Solitare.



TRACK ATTACK!

0 SCORE 00279 VALUE 94 0219 HI 00000





SHARK TRAP™

Dastardly pirates have thrown you overboard into dark, shark infested waters. Your only protection is an atomic net which you trail behind you in an attempt to cover the screen and trap all the sharks. To make this nautical nightmare even worse, these man-eaters have a nasty habit of chewing their way through your nets almost as fast as you're able to lay them. So you'll have to act fast. One careless move and you'll all disappear in an atomic explosion.

You'll be using joystick or keyboard control to lay down a pattern of criss-crossing nets. If you succeed and snare all the sharks, you'll be met with even more sharks and more aquatic enemies.

Addicting to seafarers and landlubbers alike, Shark Trap™ is sure to trap you!

For the unexpanded VIC-20 by Clifford Ramshaw.





MARTIAN RAIDER™

You are a courier for the Royal Martian Air Force. Sinister invaders have overtaken your planet. Your mission: dare to survey the remains of your lost civilization. To determine the full extent of the enemy's strength and position, you must travel deeper and deeper into occupied territory—through rocket attacks, UFO assaults and deadly meteor showers.

Your joystick is your connection to your low-flying craft, controlling your direction and speed. Your joystick button fires protective photon beams and drops bombs. You also have the option of using the keyboard for control of your craft.

Starting with three lives and limited fuel, you'll have to take careful aim on the enemy ammo-dumps to gain extra fuel and lives.

Hurry! Your exiled Martian brothers await you!

For the unexpanded VIC-20 by Clifford Ramshaw.





GENETIC DRIFT™

You're charged with saving the world from domination by sharks, cockroaches and other, more adaptable sorts. You must control genetic drift by zapping unstable life forms that threaten you, mutating them into friendly life forms that assure our mutual safe passage into the next age.

This scenario would seem simple enough. But you are also responsible for watching for the status of life forms (friendly or unfriendly) in your rush to destroy mutants and save your own life. And don't take your time, for things tend to get tougher as you advance to each different level of the game. Some forms are so strong they require several shots. Should you hit a friendly life form, it will mutate and become an enemy.

This arcade shoot-em-up requires first-class hand-eye coordination and a dedication to the future of mankind on the planet.

For the Apple II and the Atari 400/800 by Scott Schram.





STELLAR SHUTTLE™

Your mission in this demanding action game is to guide your shuttlecraft to the surface of the planet Ttam, rescue refugees and return them to the mother ship. Picking up one refugee at a time, you must then maneuver through an asteroid belt and past attacking dragons who dine on refugees as hors d'oeuvres. And be sure to avoid collisions with speeding comets and wayward spaceships.

Never has piloting a Stellar Shuttle™ through space to save galactic refugees been such a demanding and engaging task.

For the Atari 400/800 by Matt Rutter.





LABYRINTH™

You're beneath the City of Euqubud, inside of Prince Julian's abandoned mines—a labyrinth of hundreds of miles of tunnels and caves which were once the richest source of diamonds in the world. Your mission: enter the mines, rescue the previous explorers captured within, and survive to go on to successive levels of play.

Labyrinth™ is complicated by the fact that the walls of the mines are in almost constant motion, threatening to trap you—and mysterious and terrifying creatures abound. You're armed against the creatures, but must be extremely quick on the trigger to avoid being destroyed. You'll have the use of eight active controls on the keyboard. Couple this with a limited ammunition supply that forces you to become strategically adept as well, and you have eight of the most intriguing and exciting levels of arcade play imaginable!

For the Apple II by Scott Schram. Atari 400/800 version by Corey Kosak.



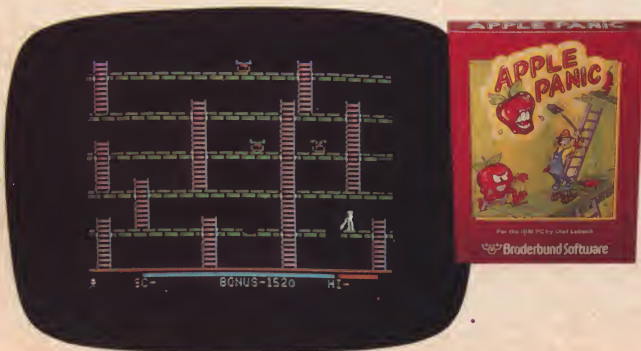


APPLE PANIC

This classic Brøderbund arcade-style game is bound to give the whole family hours of enjoyment and excitement. Beastly apples pursue you through a multi-level mansion and will destroy you if you lack the skill to escape and outsmart them.

Apple Panic is a fast-paced action game in which you must set traps to squash these “rotten” fruits. The graphics, animation and sound effects add to the excitement. You frantically dig holes with your pick axe and climb up and down ladders to steer clear of your foe. The challenge heightens with each level of play. On advanced levels, you’ll be confronted by the Green Butterfly and the Mask of Death. The trick is to dig holes quickly and accurately in order to trap and then destroy your enemies. While you begin with a mere three lives with which to survive, advancing to additional levels will earn you more lives and more... Apple Panic!. A classic game for beginners and experts.

**For the Apple II by Ben Serki. Atari 400/800
and IBM PC conversions by Olaf Lubeck.**





THE ARCADE MACHINE™

THE ARCADE MACHINE

THE ARCADE MACHINE



Create your own arcade games.
No programming knowledge necessary!
By Chris Johanson and Doug Carlson

Broderbund Software



If you have ever wished that you could design and program your own fast-action arcade game but have been stopped because you didn't have the programming background, The Arcade Machine™ is for you! It will still take patience, concentration and creativity...but you don't have to know how to program. The Arcade Machine™ will guide you step-by-step through the process of designing and producing your own computer games.

You'll be able to draw your own shapes—man or monster, geometric or free form—and add animation, movement and sound effects.

Included are sample games as well as a test game to help you get started. A comprehensive manual is enclosed with complete instructions and work sheets.

Every purchaser of The Arcade Machine™ is also invited to enter Brøderbund's "Arcade Machine Contest", offering a grand prize worth \$1500 in hardware and software! From January through June 1983, we'll select a finalist who will receive \$200 worth of prizes and become eligible for the grand prize and runner-up prize to be awarded July 31st, 1983*.

For the Apple II by Chris Jochumson and Doug Carlston. Atari 400/800 conversion by Chris Jochumson and Louis Ewens.

*Apple version of The Arcade Machine.





MULTISOUND SYNTHESIZER™

Here's software to bring another dimension to your VIC-20—without having to invest in any memory expansion. Brøderbund's Multisound Synthesizer™ allows you to compose music and special effects on your computer keyboard and hear it back on the same system.

Four different memories let you play along to your own clever accompaniment, adding layer upon layer of sound. Use multiple voices and rhythms, decay, vibrato, spacey sound effects, and even electronic drums. Then save your finest creations on tape to play back whenever you wish.

It is so flexible it can be played in more ways than we can tell you here. The Multisound Synthesizer™ combines fun and fascination for the whole family.

For the unexpanded VIC-20 by Darren Hall.





PERSONAL PRODUCTIVITY INTRODUCTION

Productivity is perhaps the greatest gift of the microcomputer. And while we have distinguished ourselves by producing the finest recreational software, we haven't neglected the nuts-and-bolts side of computing.

The same standards of excellence we have applied to our successful recreational software are now being used to develop a unique line of personal productivity products. Our remarkable Bank Street Writer™, the first word processor simple enough for the whole family to use, is just the forerunner of many such innovative productivity products to come—all of them extremely powerful, versatile and easy to use. Every one of them is being designed from the ground up with the Brøderbund difference in mind—so that *you* and your productivity needs may be served in new ways, with clear, concise, sensible software that makes a significant difference in efficiency and output to *you*.





BANK STREET WRITER™

Word processing has never been simpler. Brøderbund is indeed proud of Bank Street Writer™, our groundbreaking sensible combination of word processing power, thoughtful design, and exceptional value. Bank Street Writer™ incorporates powerful features you'd expect to find only in complex, expensive business word processing software, yet it puts them together in a simple program anyone can master. There are no complex codes to memorize, and directions at the top of the screen guide you every step of the way.

Bank Street Writer™ was designed by educators and extensively tested in classrooms to be quickly and easily usable by children as well as adults.

Here are just some of Bank Street Writer's many powerful features:



- Add, move, insert and erase blocks
- Universal search and replace
- Automatic centering and indent
- Automatic word-wrap
- Potent print format routines
- Disk storage and retrieve
- Document chaining
- Page headers/page numbering
- Highlighting of text
- Upper and lower case in the software

Bank Street Writer™ comes complete with a self-teaching tutorial program that will get anyone up and running in minutes, an easy-to-use reference manual, and a free back up disk. All at an extremely low retail price that makes Bank Street Writer™ the best word processing value you're ever likely to find.

For the Apple II and Atari 400/800 by Intentional Educations, Inc., Bank Street College of Education and Franklin E. Smith. Coming soon for the Commodore 64.



The Bank Street Writer TUTORIAL

Lesson 1: Entering Text



Lesson 2: Cursor Movement & Correction

Lesson 3: Erase and Unerase

Lesson 4: Move and Moveback


Lesson 5: Find and Replace

Quit the Tutorial

To select a lesson, move the highlighter with the   keys to the lesson you want and then press RETURN

HOME

ESC FOR MENU

MOVE CURSOR TO DESIRED TEXT
LOCATION THEN PRESS 



 BANK STREET WRITER








Word processing has never been simpler.

Broderbund's Bank Street Writer is the first truly home-oriented word processing system. So simple to use, and so versatile, the whole family will find any writing task easier, faster, and more fun. It's the word processing breakthrough that IBM, Apple, and Apple II owners have been seeking. It includes the most often used word processing functions and intentionally leaves out the lesser used features that make other word processors so painfully complicated.



COMPATIBILITY CHART

LEGEND

MEDIUM	SYMBOL	INTERFACE	SYMBOL
DISK		KEYBOARD	
CARTRIDGE		JOYSTICK	
CASSETTE		2 BUTTON JOYSTICK	
		PADDLE	

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